

## **AMENDMENT TO THE CLAIMS**

Claim 1. (Currently amended) ~~An~~ A computer simulation system for providing a channel between at least two virtual organizations, wherein the virtual organizations are linearly communicatively connected, comprising:

an account for each of the at least two virtual organizations;

a set of defined attributes representative of virtual items and activities for each of the at least two virtual organizations, wherein each of said at least two sets is correspondent to one of said accounts, wherein said set defines at least one input to the virtual organization correspondent to the one of said accounts and at least one output of the virtual organization correspondent to the one of said accounts;

a communicative connection that provides for at least one of said virtual organizations to control said account of that at least one virtual organization, and that provides for a linear interacting of the at least one of said virtual organizations with other of said at least two virtual organizations, wherein the linear interacting comprises trading of said set correspondent to the at least one of said virtual organizations within the system by the at least one of said virtual organizations with other of said at least two virtual organizations; and

a disinterested third-party connection that provides for the creation of each of said accounts, that records activities occurring over said communicative connection, and that serves as a temporary virtual organization if the system is without at least one of said at least two virtual organizations necessary for at least one of the linear communications.

Claim 2. (Original) The system of claim 1, wherein one of said set of defined attributes is a simulated currency.

Claim 3. (Original) The system of claim 1, wherein one of said attributes is a simulated location whereat the organization resides.

Claim 4. (Original) The system of claim 1, wherein the system is resident on a computer.

Claim 5. (Original) The system of claim 1, wherein the communicative connection provides the organizations with a closed, recorded chat system.

Claim 6. (Original) The system of claim 1, wherein the communicative connection provides one of the at least two said organizations with an email system located at said disinterested third-party connection.

Claim 7. (Original) The system of claim 1, wherein the communicative connection provides at least one of the at least two said organizations with a set of at least one feedback page of consolidated information documenting transactions effecting said account of that at least one organization.

Claim 8. (Original) The system of claim 1, wherein said organizations initiate the simulated economy concurrently.

Claim 9. (Original) The system of claim 1, wherein an entry and exit of said organizations is discretionary.

Claim 10. (Original) The system of claim 1, wherein each of said accounts is created by said independent third party in accordance with a pay-in by each of said organizations.

Claim 11. (Original) The system of claim 1, further comprising an investment account, wherein all of the pay-ins are placed in said investment account, and wherein said investment account is invested by said independent third party, and wherein proceeds of said investment account are distributed to each of said organizations in accordance with the pay-in of each respective one of said organizations.

Claim 12. (Original) The system of claim 1, further comprising an investment account, wherein all of the pay-ins are placed in said investment account, and wherein said investment account is invested by said independent third party, and wherein proceeds of said investment account are retained by said independent third party.

Claim 13. (Original) The system of claim 1, wherein the system quantifies characteristics of each product or service that is transacted within the system within said accounts.

Claim 14. (Currently Amended) A computer implemented method of providing a linear channel of communication between at least two virtual organizations, the method comprising:

creating an account for each of at least two virtual organizations;

identifying and assigning a set of defined attributes representative of virtual items and activities for each of the at least two virtual organizations;

establishing a communicative connection allowing at least one of the virtual organizations to manage and control the account of that at least one virtual organization, and to linearly interact with others of the at least two virtual organizations;

serving as a temporary virtual organization in an absence of at least one of said at least two virtual organizations necessary for a trading of the sets;

recording the trading of the sets of defined attributes over the communicative connection; and

allowing for the trading of the sets of defined attributes between the virtual organizations.

Claim 15. (Original) The method of claim 14, wherein one of said set of defined attributes is a simulated currency, wherein a value of said simulated currency is determined by valuing an input currency using the following steps:

receiving the input currency at a disinterested third-party;

converting the input currency to the simulated currency using a pre-defined mathematical relation;

crediting the simulated currency resulting from the conversion to a respective one of the accounts.

Claim 16. (Original) The method of claim 14, wherein creating the accounts defines the linear interaction of the organizations.